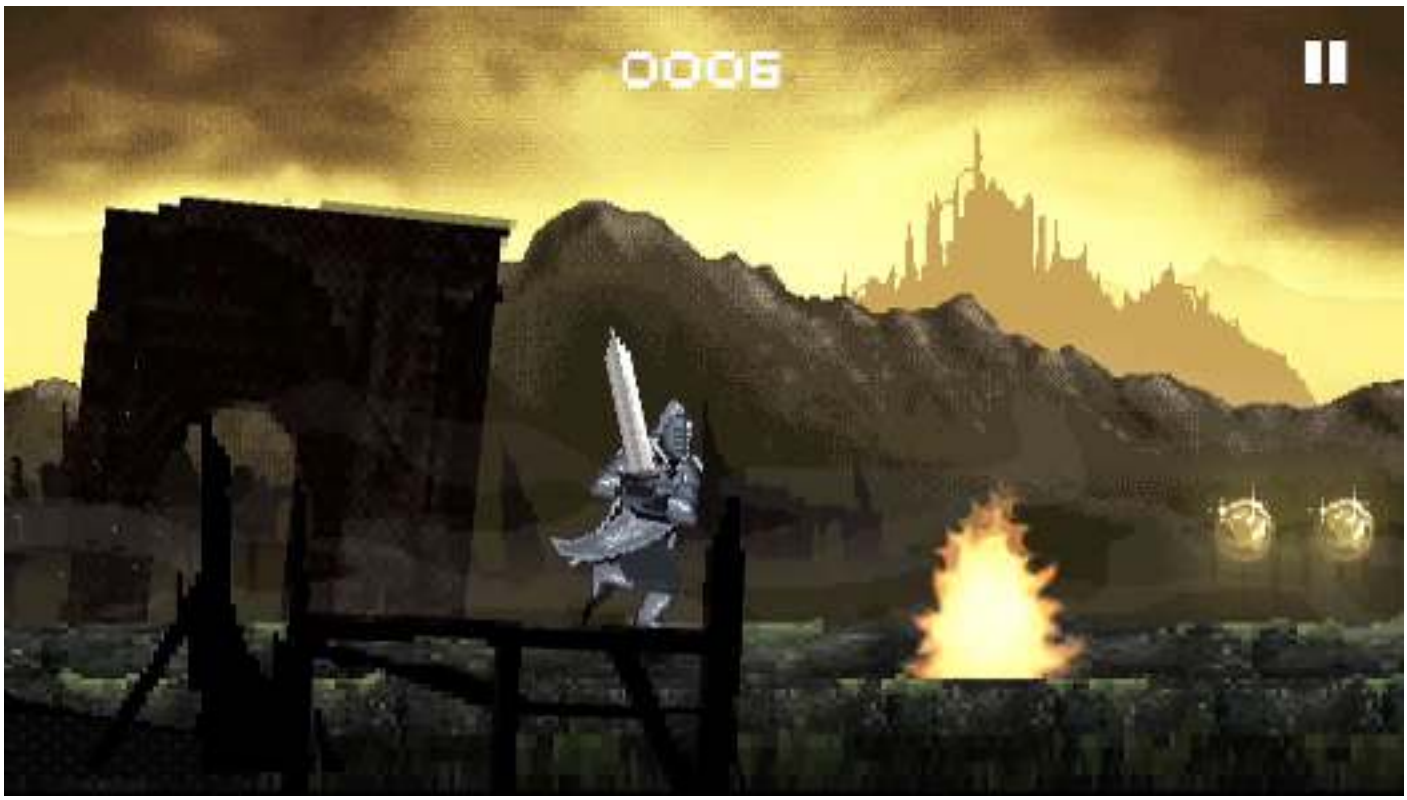
Movement & Controls

Running



There are several different types of movement you can make in Slashy Souls. From the beginning of each respawn you will begin to move forward in the world, to the left to right on your device. You will move automatically, but it is up to you to jump and roll by swiping on your device. No matter what, you are forced to move forward on their screen in order to not be killed by the encroaching darkness that is constantly following and preventing you from turning back.

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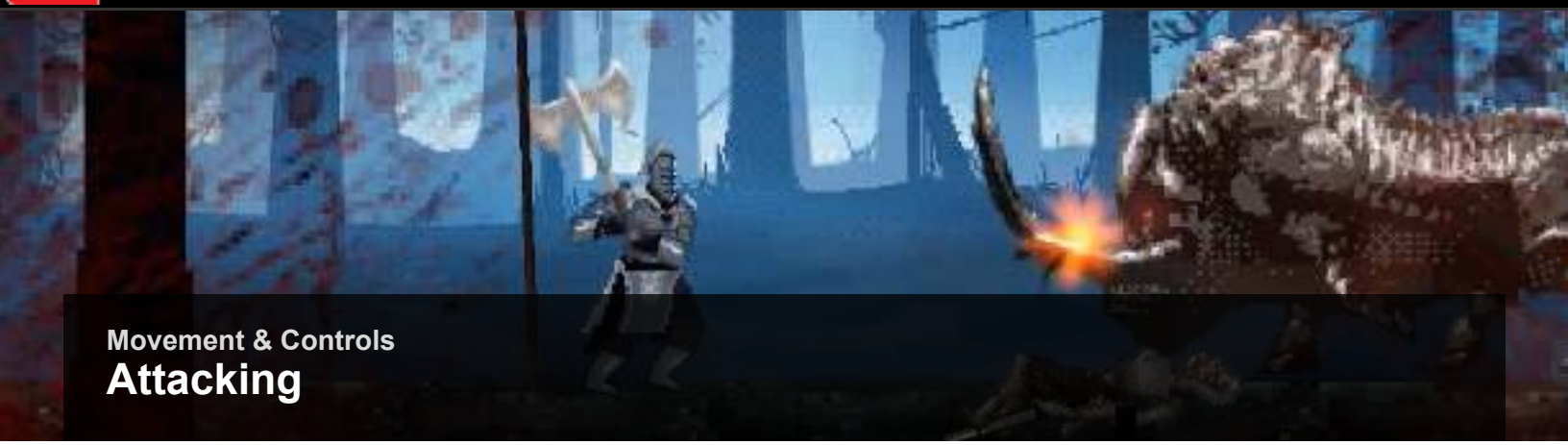

Movement & Controls

Attacking

Swing your weapon by tapping on your device's screen without swiping. This is the most basic way to attack your enemies, but each enemy will require a different number of strikes to defeat them.

There are different weapons available for pickup and use while running through the game and each of them have different attributes, but all are wielded the same way. Tap on your device to begin the swing of the weapon. Understand that the moment you tap the screen may not be the moment you hit the enemy. It is important to time your attacks correctly because your weapon, whether it's an axe or a sword, is heavy and will need to make a full swing in front of you. So, depending on where the enemy is in comparison to the path of the weapon swing will dictate when the enemy is hit.

Some enemies have shields, and all enemies will counter-attack. Swing carefully and precisely in order to avoid seeing the taunting "You Died" message.

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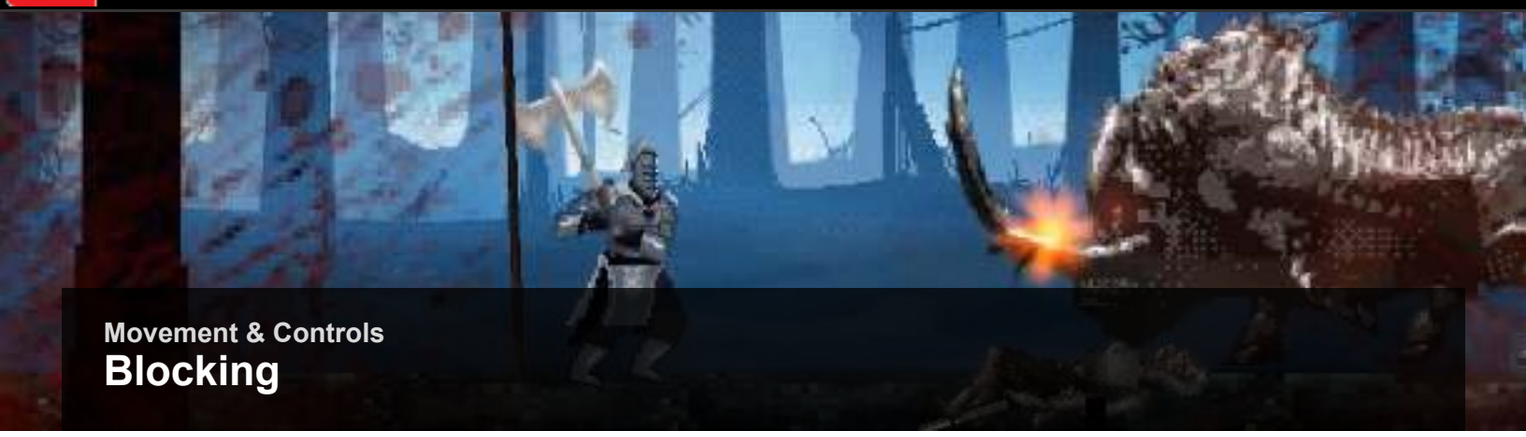

Movement & Controls

Blocking

Blocking is a key feature for survival in Slashy Souls. Blocking is mainly used on tough opponents, however it can be used for any opponents that are just unwilling to die by your blade.

Tap and hold your screen in order to engage the block ability. Blocking will do a few things: you will stop in place, hold your sword up, and block all incoming attacks from the front. It is important to know that you stop in place because if you block too long, the darkness will creep up on you and kill you. Blocking is a great technique for the conservative player, but it can serve those that play extremely aggressively as well. If you're really good, a great high score can even be achieved without it, but it's important to understand the advantages and disadvantages of stopping to block. It is purely up to your discretion when you choose to use block.

Here are a few cases where using the block ability can really pay off:

- **Block to stop flying bats from attacking you from a greater height, especially when they are impossible to hit without jumping.**
- **Using block during boss fights can be especially effective and useful. There are two large boss type enemies that will not go down without hitting them with a fireball or a couple of strikes with a flaming sword. After taking a couple of hits, the big boss enemy will swing at you; when they swing, they will hurt you tremendously and if you do not block the attack it becomes a fast way to die.**

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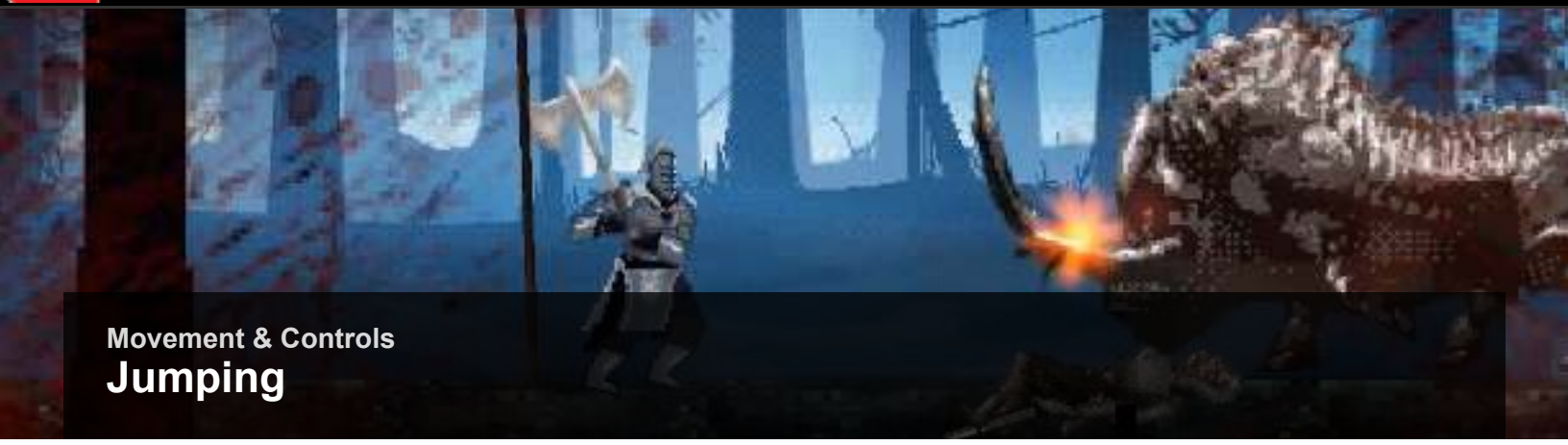

Movement & Controls
Jumping

Simply swipe up to jump. This is your most useful movement because most of the obstacles are on the ground and you must jump over them to avoid them. The entire game, not unlike the rest of the Dark Souls series, is all about timing; jumping over flames and spikes is no different. Your movement speed will never change so timing your jumps accurately is the key to success.

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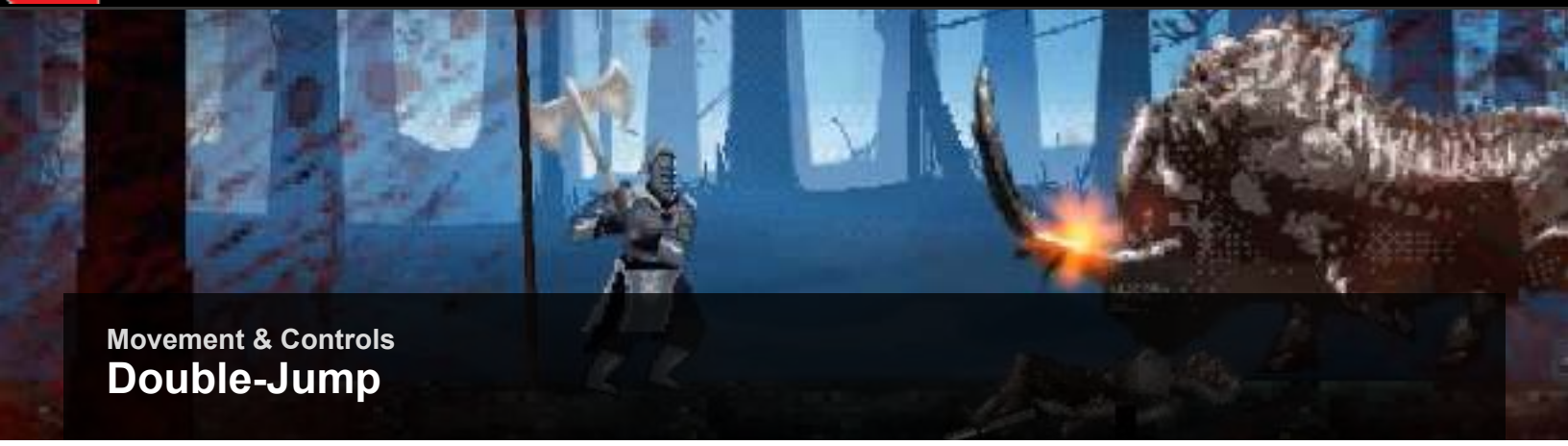

Movement & Controls

Double-Jump

If you happen to miss the timing ever so slightly and you are able to notice it in time, there is a double-jump feature that can prevent some damage or save your life entirely. In a pinch, this can salvage a misstep, but know that the double-jump isn't quite two jumps worth of energy. The second jump can be just that little bit of oomph that you might need to push you beyond that minute threshold of damage.

In order to use this added jump, simply swipe upward while you are already in the air. Other than saving your life in those close situations, the double-jump can also get you to the extra high ramps that are suspended in the air. These are incredibly difficult to reach unless you do add a little bit to your normal jumping height.

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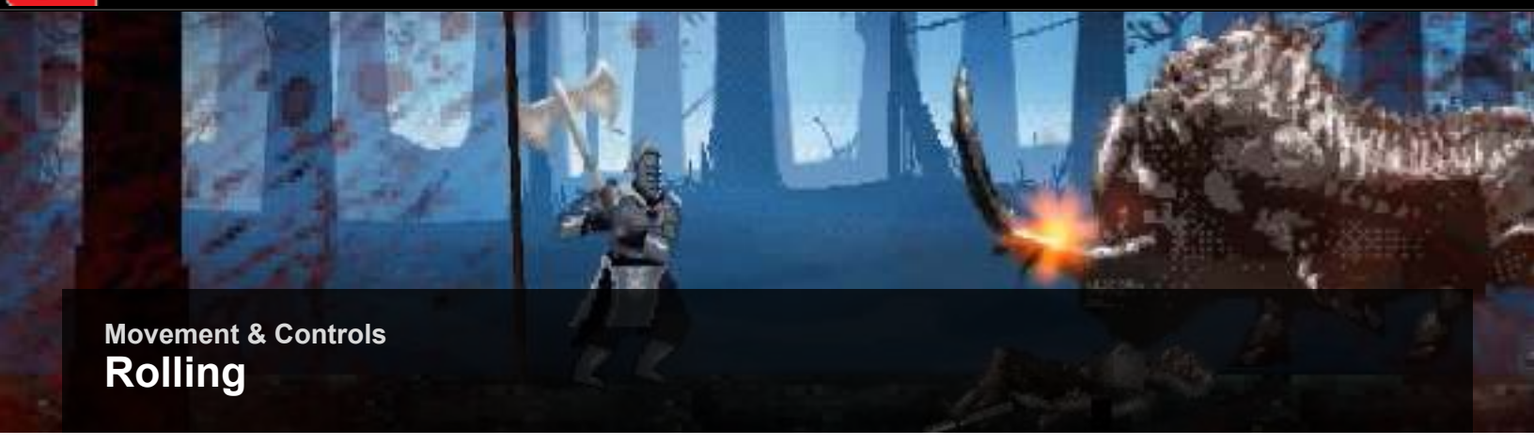

Movement & Controls

Rolling

The final basic move in Slashy Souls is the roll. As with Dark Souls, rolling is ideal when attempting to dodge incoming enemy attacks or to avoid moving, deadly obstacles. Rolling can be activated in either direction by swiping in your mobile device either left or right to cause your character to roll backward or forward respectively. There are a ton of moving objects and enemies that will damage or kill you if you do not roll effectively. Getting to know precisely how far a roll action will move you will be beneficial to your progress in the game and increase your ability to rack up an even higher score.

Rolling backward has a great deal of advantages, but it is important to know that backward motion (to the left) only protects you for so long. Spending too much time being cautious without any forward movement allows the deadly fog to creep up behind you. This fog will not kill you right away unless you are low on health. One, maybe two rolls at a time is about all that you can fit in before you are forced to make some progress.

Rolling forward is a bit more of an advanced move that should be used a little less frequently than rolling backward for a few different reasons. Rolling forward is especially dangerous because it puts you closer to the edge of the screen where the enemies are coming from (giving you less time to react as they come into your field of view). If your forward roll is timed incorrectly you will be rolling directly into harm, thus killing yourself much faster than you probably intended. The forward roll is great for beating the downward swing of a heavy axe pendulum, racing against its momentum. It is also an effective maneuver for passing through bear traps and underneath flying enemies.

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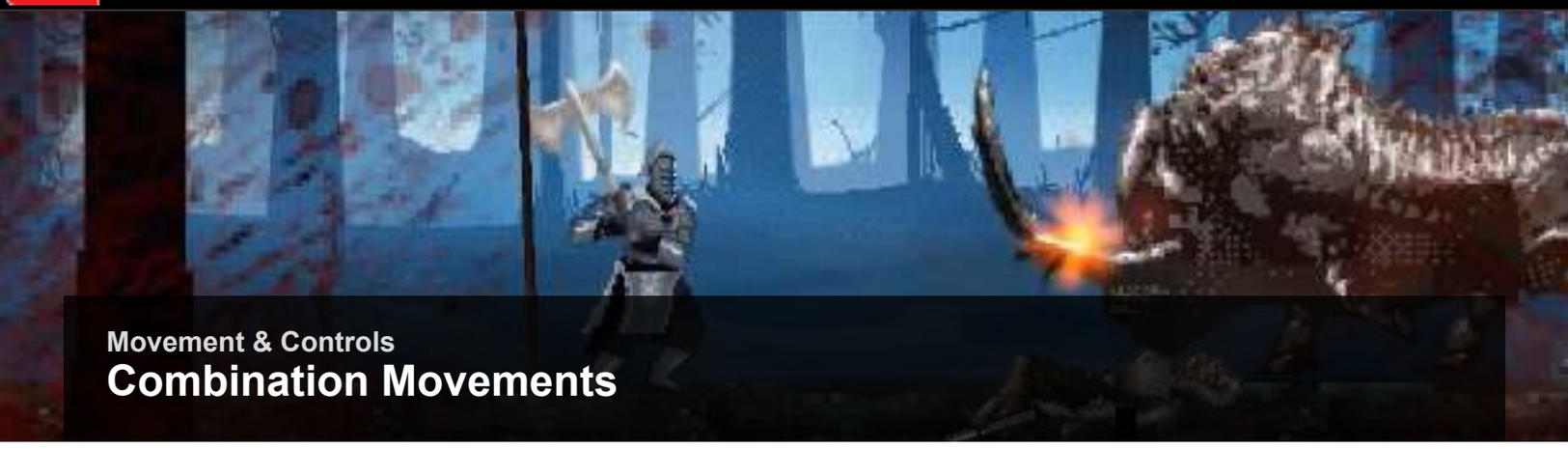

Movement & Controls

Combination Movements

Once you've mastered each individual type of movement in Slashy Souls, you can combine them and perform a couple of quick adjustments. These movements can be used while both on the ground and in the air in order to stay alive. Something that is incredibly useful is the diagonal left and upward swipe. Swiping diagonally up and back will cause you to jump and move backward as if you were rolling to reach high places you may have missed. Making this move as your very first move when respawning is how you might receive the bonus item sitting on the ledge right behind you. Whether it's a coin, a soul cache, or a weapon, it is extremely useful and has no downside; it is impossible to be damaged while performing this movement.

Combining movements together can also save your health pool, especially when you encounter those tricky spinning mace devices surrounded by bear traps. Getting through this obstacle is tricky enough, but sometimes you may run into a situation where the final bear trap is pushed up directly against a platform, forcing you to jump in order to keep moving forward. In this case, the best thing to do is to combine both a forward roll and a jump during the roll, thus not becoming stuck inside the bear trap.

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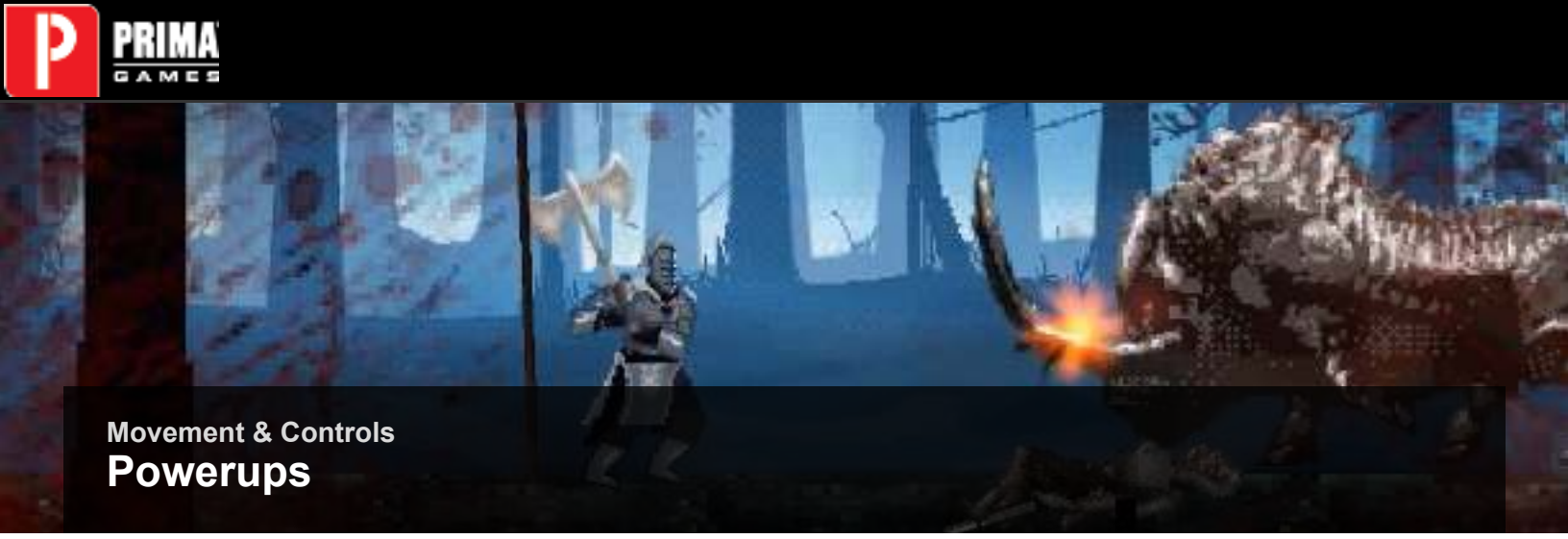

Movement & Controls

Powerups

Powerups are incredibly useful and serve many different purposes. Each powerup has a very specific use, however the situation in which you use them can vary extremely. You can find powerups all over the place, but they can be found especially often in those hard-to-reach places.

There are three different powerups: Fireball, Shield, and Restoration. Each powerup has its own unique rarity, but they are all relatively rare; you should use them sparingly and only when you really need them. Activate power ups by tapping the icon when they appear in the upper right. If it will keep you from taking a hit, that is always a good use, but for the most part they are meant for getting you out of dire situations.

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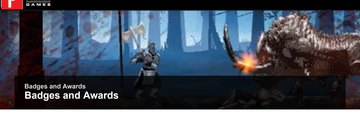

Badges and Awards

Boss 1 :

After 1 boss kill

Title: Don't get used to it.

Boss 1 :

After 3 bosses kill

Title: On to the next one.

Boss 3 :

After 10 bosses kill

Title: Mediocre.

Distance 1 :

After running for 1000 Yards

Title: Beginner's stretch: Done

Distance 2 :

After running for 5000 Yards

Title: And I would walk 5000 Yards

Distance 3 :

After running for 20000 Yards

Title: Okay, you're not bad.

Kill 1 :

After 30 enemies killed

Title: Just getting loose.

Kill 2 :

After 100 enemies killed

Title: Pre-breakfast exercise

Kill 3 :

After 500 enemies killed

Title: I am become death.

Magic 1 :

After 10 Spells used

Title: All Tingly Inside

Magic 2 :

After 50 Spells used

Title: Klaatu Barada Necktie

Magic 3 :

After 100 Spells used

Title: Positively Magical

Score 1 :

After 50000(?) pt

Title: Professional Soul Farmer

Score 2 :

After 50000(?) pt

Title: Now, that's real Nito.

Score 3:

After 50000(?) pt

Title: You're Grossly Incandescent

Pickup 1 :

After 25 Pickups

Title: Ooooh, shiny

Pickup 2 :

After 100 Pickups

Title: MOAR!

Pickup 3 :

After 500 Pickups

Title: Never. Enough. Loot.

Gamer 1 :

After 10 games played

Title: Praise the sun \[T]/

Gamer 2 :

After 50 games played

Title: SOULS IS LIFE

Gamer 3 :

After 100 games played

Title: The real challenge starts now.

Weapon 1 :

After 10 weapons pickup

Title: Gittin Gud

Weapon 2 :

After 25 weapons pickup

Title: A weapon for every build

Weapon 3 :

After 50 weapons pickup

Title: There is only the Chaos Zweihander

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Introduction
Introduction

Download for FREE now!

Why Wait? Die Today! GameStop and Bandai Namco present Slashy Souls – an endless runner with endless ways to die while you're waiting for the launch of **Dark Souls III**. In true Dark Souls fashion, there are no instructions and no mercy. Discover different moves through playing, defeat bosses and randomized enemies, and post your high score for a chance to win prizes. No two play throughs are the same, so you need to get the guide to get far. Have fun and be sure to follow us on Twitter on @SlashySouls for updates, new challenges, and more!

Slashy Souls is set in the dark and horrifying land of Dark Souls. Haunted by undead skeletons, flying creatures, giant boars, and many more terrible beings, your job is simple: You must run through the land as long as you can. Use your sword to defend yourself as you run, and take down the enemies that stand in your path. Run forward and gather souls; the more souls you collect, the higher your score! **The higher your score, the greater your chance to win prizes!**

The basics are simple. There are a few different ways to move: swipe or use your weapon by tapping virtually anywhere on your mobile device. From the very beginning you will begin to move forward automatically. While you're on the move you can do several things in order to avoid enemies and obstacles, as well as jump onto alternate pathways to avoid the more challenging route or to pick up a special item.

This guide will explain and outline each movement and some specific situations where you may find these movements most useful. There are also full explanations of the weapons, enemies, badges, powerups, and obstacles you will definitely encounter whilst on your journey to take your place at the top of the leaderboard!

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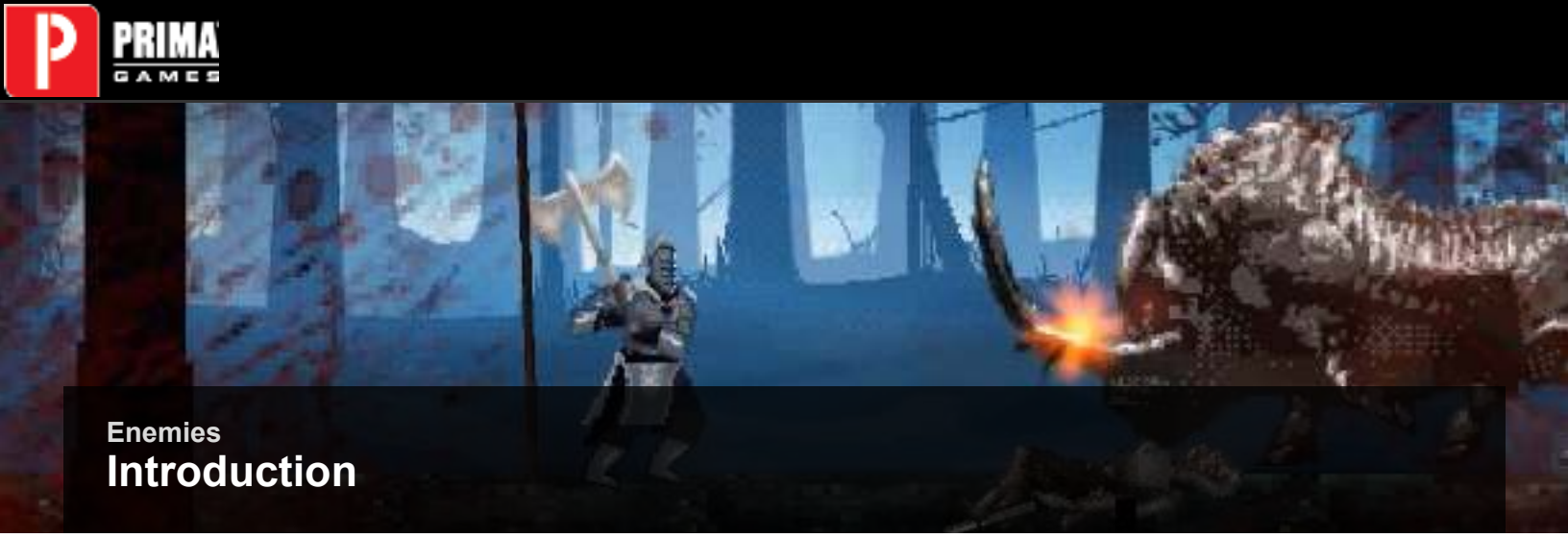

Enemies
Introduction

On every run you make through Slashy Souls, there are several enemies that you will encounter almost every time. From ground enemies to flying enemies their sole purpose is to avoid your attacks or throw up their shields and attempt to end your game as quickly as they can. Timing is important enough when dealing with obstacles, and the enemies you will face are also moving and attacking you at the same time. Stay aware of what is coming toward you and quickly plan accordingly if you wish to survive and take that high score.

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Enemies

Skeleton

The skeletons are the most basic of the enemies that you will face in Slashy Souls. The skeletons are always equipped with a sword and carry a shield that they use to block your attacks. The skeletons always move forward but, like you, they will stand in place when blocking. When they are blocking, don't waste time trying to attack; if the skeleton catches you in-between swings of your sword you will take damage. Either wait until their shield goes down or jump over them and avoid the enemy altogether.

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Enemies

Armored Ghoul

The armored ghouls are a lot like the skeletons but they cannot block. Instead they require additional damage in order to kill them. Avoiding these armored ghouls is nearly impossible because of their size; use your blocking ability to avoid being attacked after your first offensive. These bigger enemies tend to dwell in the more difficult areas of the upper walkway obstacles. Defeating an armored ghoul is simple, but it is a good idea to stay on the defensive, especially if you are low on health.

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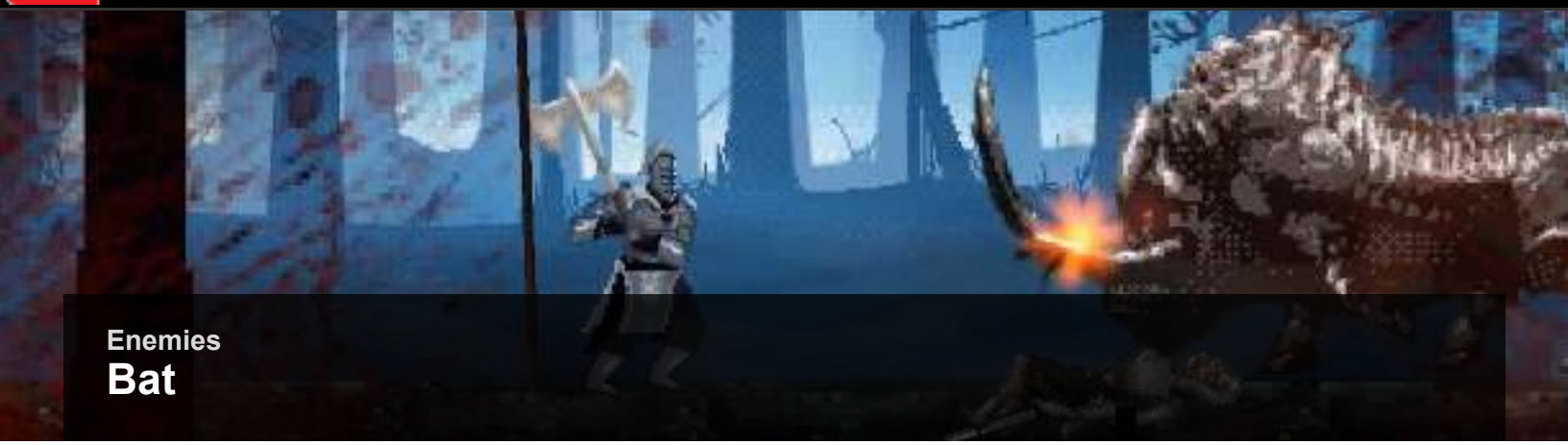

Enemies

Bat

The bat is the only flying enemy in the game, and flying makes them extremely difficult to deal with. Bats will often attack you in twos or threes so it's important to take out the ones in the most dangerous positions first. Since they come in waves, they will almost always arrive staggered and don't necessarily all have to be killed. Obviously, killing all of the bats will give you a better score but you have to weigh the risk of engaging or avoiding. When encountered with the tall walkway obstacle, there will usually be a wave of bats protecting the item that awaits you; these bats will attack you when you get near the middle. Prepare for this and either avoid the bats by jumping over them or killing them fast and taking your prize.

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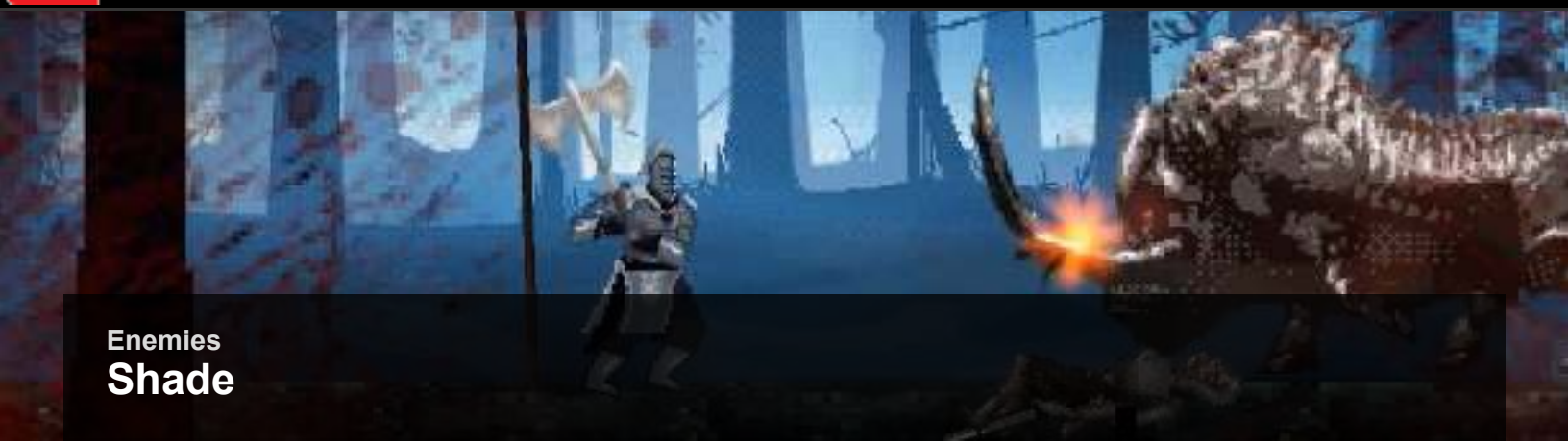

Enemies

Shade

The shade is considered one of the smaller boss-type enemies. They carry a large sword and have a decently large health pool. As with most enemies, they will take a go down pretty quickly if you throw a fireball at them, but with a shade at full health you may have to hit him an additional time. The shade has a large sword that will do a high amount of damage if it strikes you. Like all of the bosses, the shade won't attack right away; you will be allowed to hit them a couple times before they strike, but this is a trap. Hit the shade once or twice and block or roll away as you go in for a few more swings; kill the shade and move on to your next target after collecting a large amount of points with your victory.

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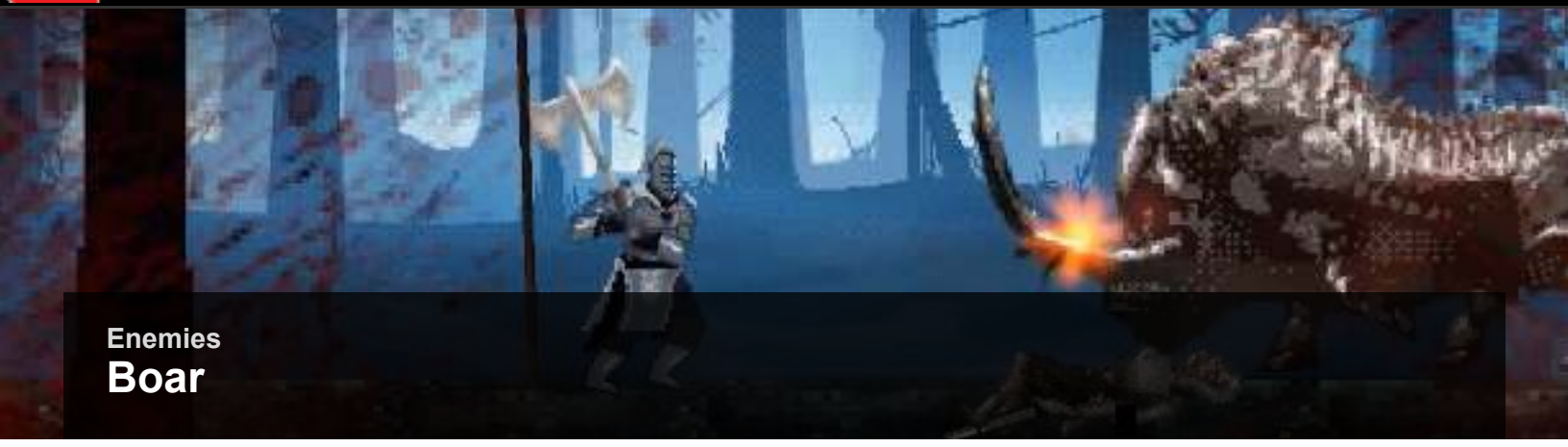

Enemies

Boar

The large boar is another boss-type enemy. The boar is extremely powerful, so getting hit by its tusks is something that should be avoided at any cost. It is possible to avoid the attack from the boar by jumping straight up, but you will have to double jump and reach the maximum height possible. The best way to avoid the boar's tusk strike is to perform a backwards roll after you take a couple swings at it. Once it strikes, it will not strike again right away. Attack the boar again and if it does not go down after a couple more hits prepare to roll backwards one more time. Continue to perform this maneuver until it is dead.

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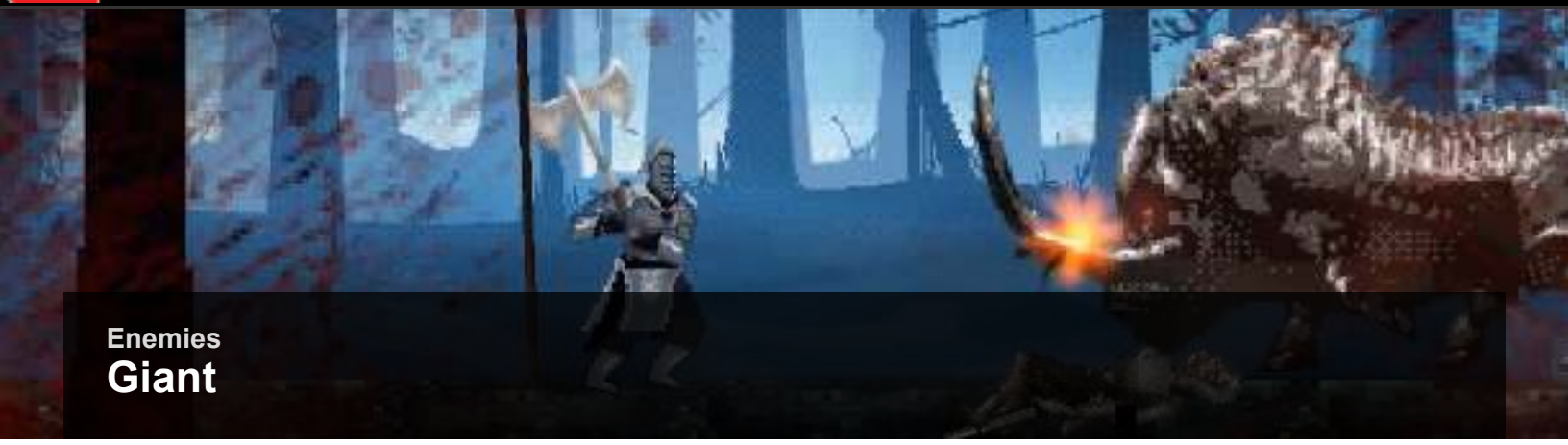

Enemies

Giant

Finally, the giant is one of the toughest enemies you can face in your run. He wields a huge hammer and it packs quite a punch. Use as many of the powerups as possible, and save them for this boss-type enemy—they will really come in handy. The “stick and move” technique of hitting and performing a backward roll will also be affective in this encounter, but the giant has quite a bit of reach so you will have to roll twice depending on your position. Another option is to roll forward and avoid the longer reach of the giant’s hammer. This method isn’t the safest and you might still take damage, however it is better than getting hit squarely by the hammer’s head.

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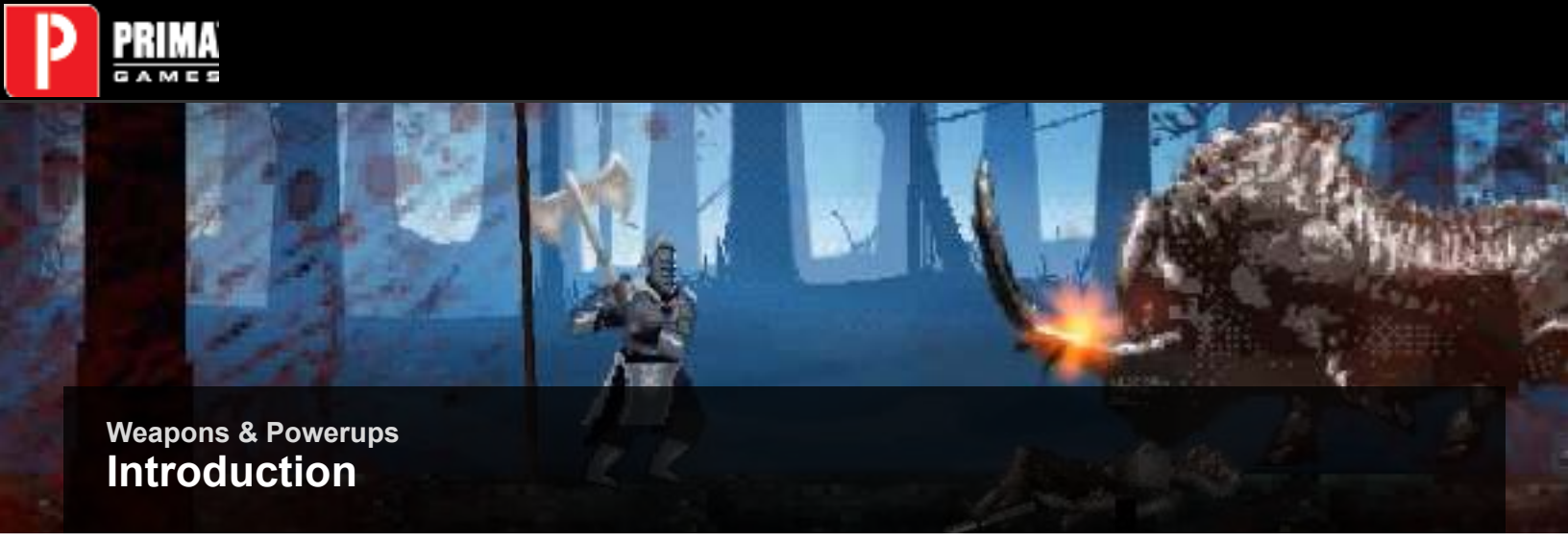

Weapons & Powerups
Introduction

With each respawn, you start your run with zero special abilities and a normal sword. As you continue your run, you can come across a few different items that can either replace your weapon or give you an advantage that you can activate for a short amount of time. All of these pickups are advantageous in some way, but because they last for a limited time, you must make them count.

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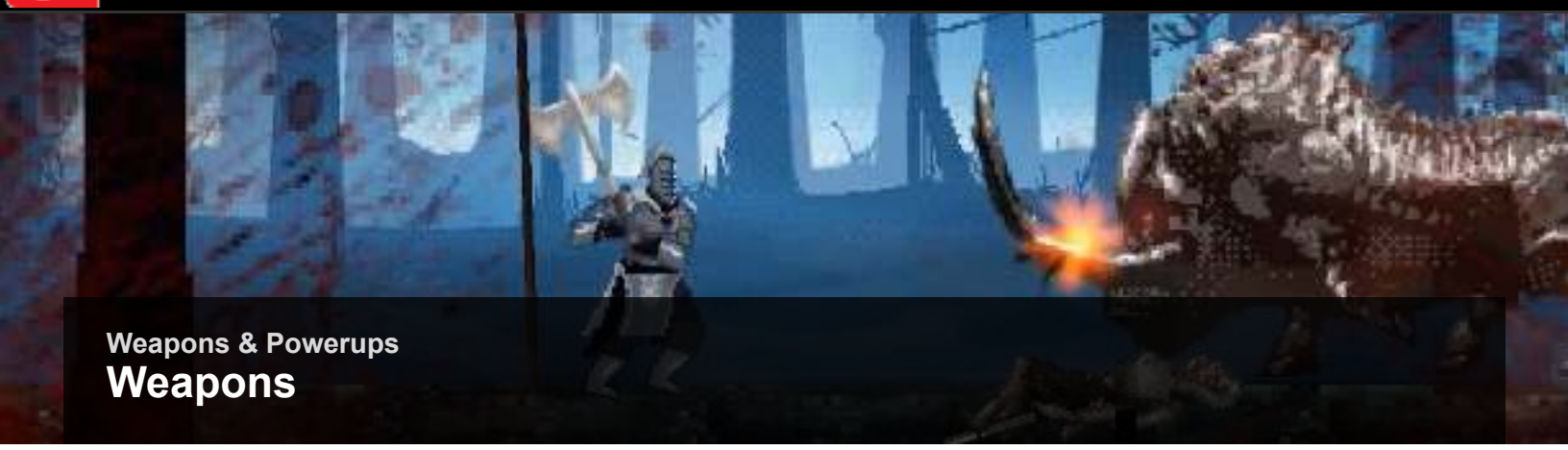

Weapons & Powerups

Weapons

Flaming Sword

The flaming sword acts almost exactly like your normal sword as it has the same range and speed, but with the addition of flames! The flames on the sword add an extreme amount of damage to each strike. The flames can go out after a certain amount of time or if you pick up a new weapon. Beyond the high damage boost you receive from the flaming upgrade, this is a fairly straightforward weapon, which makes it simple to use.

Battleaxe

The battleaxe is by far the most versatile weapon in the game as it gives you some major advantages. The biggest advantage is the range the battleaxe gives you. When encountering enemies, you have the major advantage of not having to get nearly as close as you normally would. Use the battleaxe to attack enemies outside of their reach and remain unharmed for the entirety of your run.

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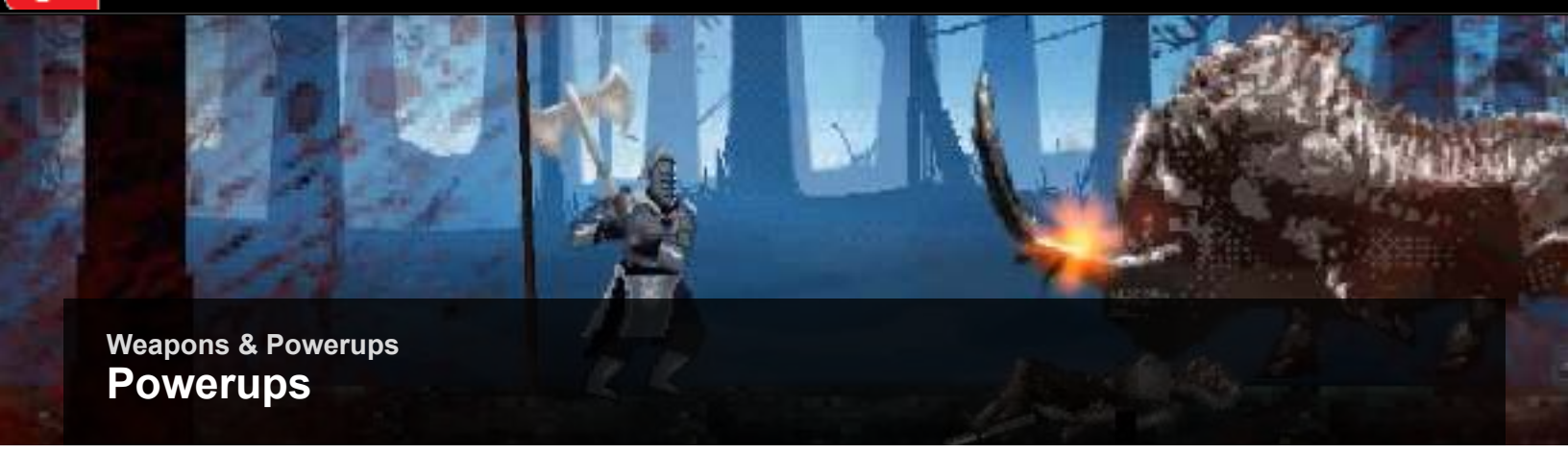

Weapons & Powerups

Powerups

Fireball

The fireball is the item that will deal the highest amount of damage in the game. The fireball can take down a boss-type enemy in a single hit depending on how long it passes through the enemy. The fireball is launched from your character and it flies to the edge of the screen and will stay there, moving with you as long as it is active. It will not stay active for long, so take advantage and use it when you really need it. One of the most important aspects of the fireball is that it will also move along the same trajectory that you are; if you jump, the fireball will jump as well. Keep this in mind when it is active as you are able to control it to attack forward enemies.

Shield

The shield powerup works exactly as you would want when it comes to defense. You have full protection from any damage coming toward you for a short amount of time. Use the shield when encountering boss-types or any obstacles that you have trouble with. If you mess up a maneuver around an obstacle the shield will save you, but only for the duration of the powerup. The shield is the most common powerup so use them as you feel necessary, but know that they are not unlimited.

Heal

The rarest of the powerups is heal. This powerup will heal your character and restore you back to full health immediately. Use this only when desperately needed because they do not come around very often. The heal powerup is best used when entering a difficult enemy encounter or right before you are on the verge of death, meaning your last and final hit. These healing powerups are often located in complicated skywalks that make them difficult to reach, but if you can succeed you are set up with quite a bit of insurance.

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Obstacles
Introduction

In the world of Slashy Souls, you are faced with different obstacles and obstructions. If you do not pay close attention to each one as they come into your field of view they may very easily become the death of you, stopping your score dead in its tracks. For the majority of your gameplay, you are tasked with avoiding obstacles, traps, and sometimes enemies that just may not be worth it to engage with. Stay alert and prepare to use your movements to avoid damage and, more importantly, death. Remember, these obstacles and traps generally appear in no specific order. However, they often have indicators and the more you can recognize the signs, the faster you will be at reacting to them.

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Obstacles

Wooden Spike Pyramid

The first and possibly the simplest obstacle to clear is the group of wooden spikes on the ground, which are meant to trip you up. Wooden spikes are almost always found alone and not coupled with any other adjacent obstacles. The only way to get past the wooden spikes is to jump over them.

The biggest problem when encountering the wooden spike pyramid is sometimes a skeleton will be running toward you from the other side; if it runs into the spikes on the other side, it can block you from landing safely. In this situation, it's beneficial to either strike the skeleton on the way down or use a combination maneuver and thrust forward to dive past the skeleton. You will miss out on the score you might gain from killing the skeleton, but sometimes the risk is far greater going for a single kill.

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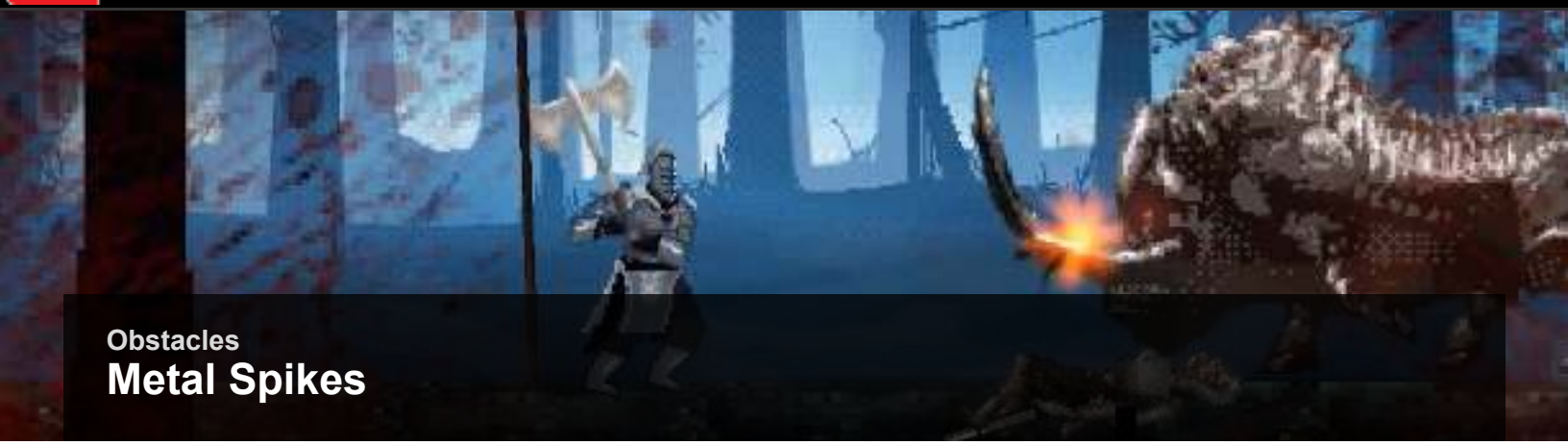

Obstacles

Metal Spikes

Metal spikes are obstacles that are extremely easy to avoid; they are always sunken into the ground and the tops of the spikes are typically at the ground level of the previous step. Jumping forward, jumping straight up, and even in some cases rolling right over them will allow you to avoid the obstacle with ease. Often, these metal spikes are located on treacherous terrain, which is the main challenge when facing this particular obstacle.

When you are faced with terrain that seems a bit uneven, it is important to jump with precision. Jumping too far can lead you right over the edge and right into a pit where the metal spikes are located. Jumping into these spikes is likely to cause you instant death. Jumping too short isn't quite as much of a problem, however it is a problem nonetheless because it can give you a much smaller window to react. Since your goal is to get the farthest you've ever been in each run, you don't want to make things harder on yourself and one step to victory is avoiding simple yet sensitive obstacles such as this one.

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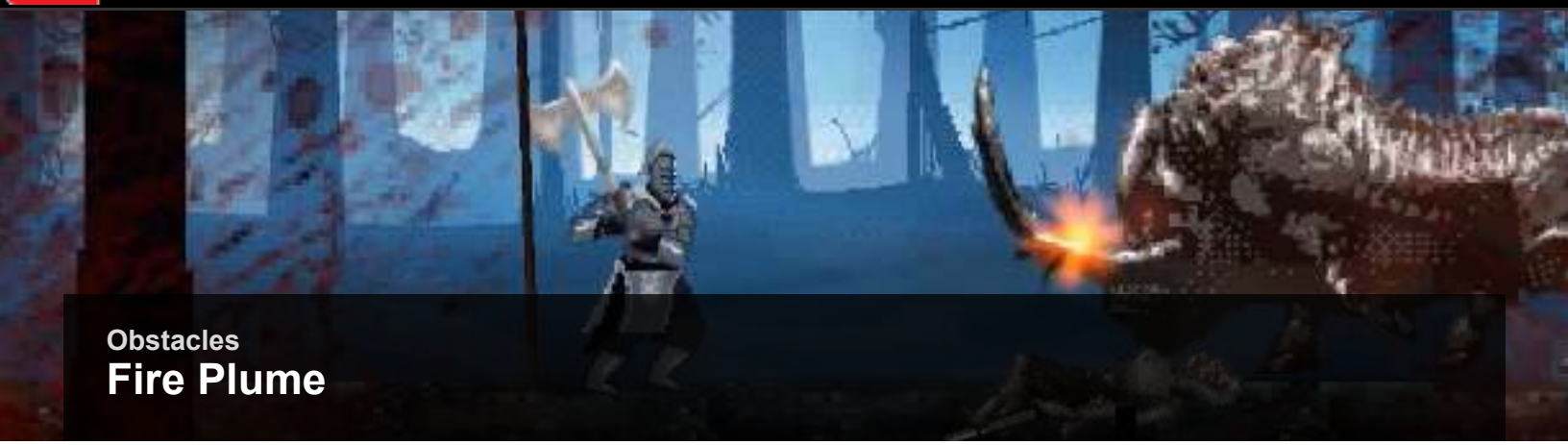
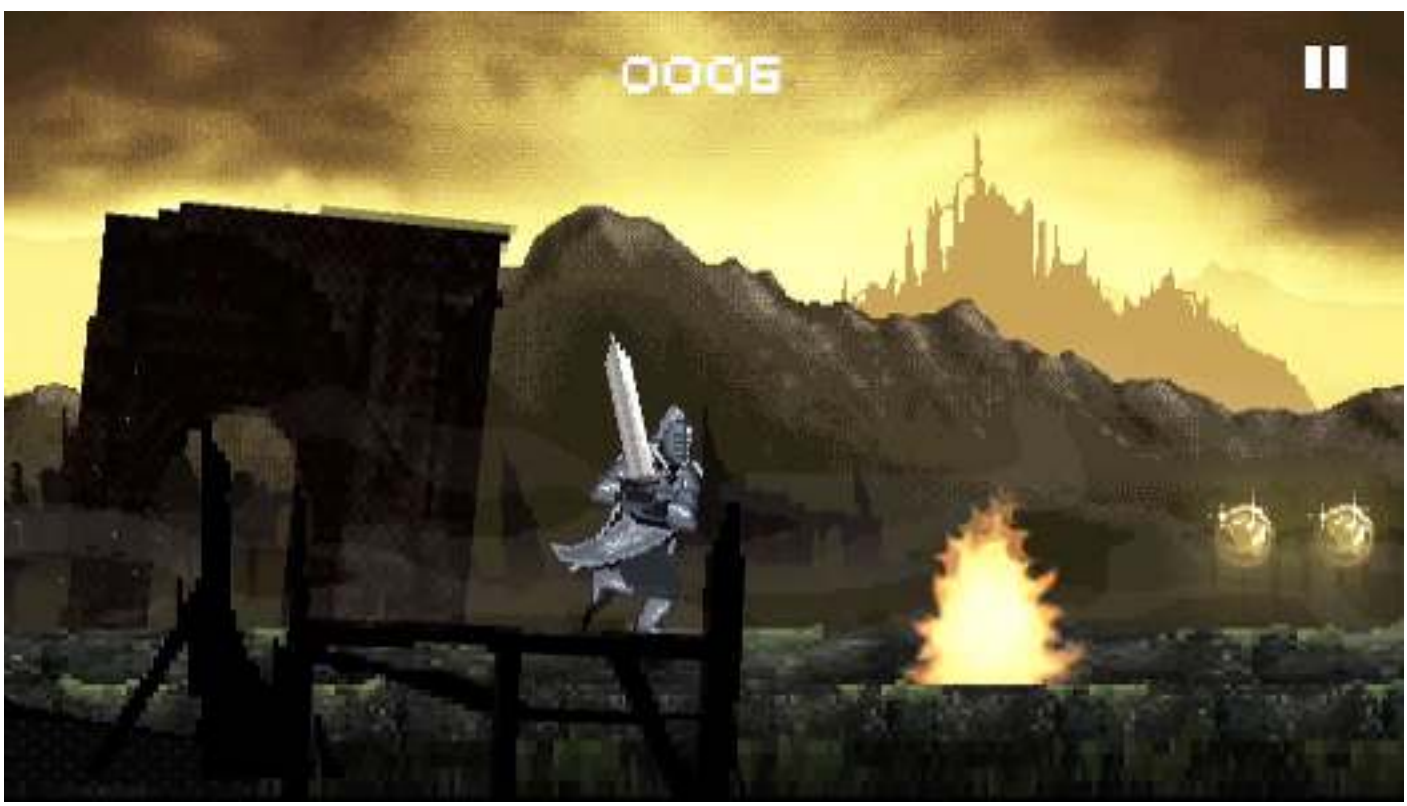


Obstacles

Fire Plume



The fire plume is another common occurrence near the beginning of your respawn, and it's another obstacle that's easily avoided by jumping directly over it. Fire plumes are often, but not always, located in a pit in the ground making it an obstacle that can also affect enemies. Skeletons will not fall into the pit unless you let them, but if they are close enough they will perish. You will not gather any score from their death, but they are taken out of your path, thus leaving a clearing for your forward movement. Falling inside of a fire plume yourself is extremely dangerous and arguably more dangerous than most other obstacles or traps. The fire plume will continue to damage you as long as you are inside, taking only a few seconds to kill you while at full health.

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Obstacles

Poisonous Mushroom

The poisonous mushrooms can be located in any part of the map that is completely flat. Fortunately, the mushrooms are just as easy to avoid as the wooden spike pyramids, despite being poisonous. The major feature that separates mushrooms from the other basic obstacles is the damage that you take if you touch them. These poisonous mushrooms are extremely delicate, so be extra cautious when attempting to jump over them; coming up short on your jump can mean your death even if you think you have a decent amount of health left.

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Obstacles

Ramps and Skywalks

Ramps provide a little bit of leverage against oncoming enemies but they also can be traps, so tread carefully. Ramps normally lead to a few specific things: they can help you gain enough height to gather a series of coins or souls, or they can lead to a skywalk that may not be reachable otherwise.

Skywalks can come in a few different shapes and sizes. For the most part, these skywalks give you the opportunity to gather weapons and/or powerups. It is safe to say that the more complicated the skywalk is the less safe the skywalk actually is. However, just because it's unsafe doesn't mean you shouldn't use it. Complicated skywalks often contain special weapons and/or powerups, so with high risk comes high reward. It may also be rewarding in the most important way simply because of the fact that ghouls and bats tend to be in these locations. Ghouls and bats are both mid-level enemies that will score you a decent amount of points after each kill. If your goal is to get the highest score as fast as possible, these dangerous routes can be fruitful.

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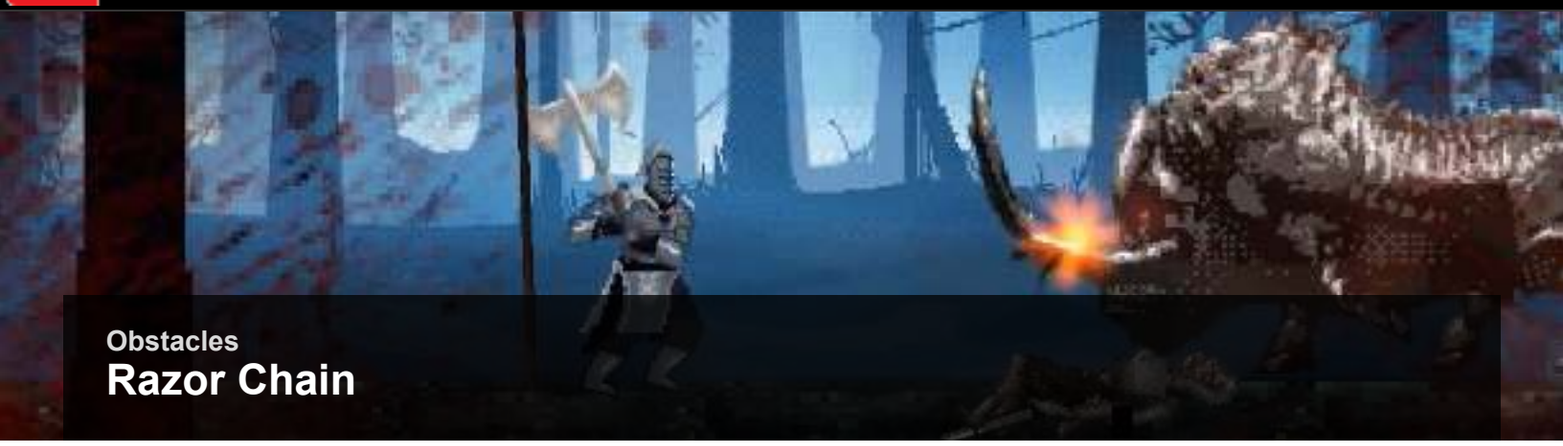

Obstacles

Razor Chain

Avoiding the razor chain may involve any of the movement types, depending on the time in its cycle that you come across the obstacle. The razor chain is literally a giant circular razor blade that travels along a diagonal chain (usually located within the dark ruins). To avoid this obstacle there are a few things you must be aware of before taking action, so observe your surroundings and think quickly.

When you first encounter the razor chain, it's simplest to avoid it when you can actually see the blade on its way up. Once the razor is clear, roll through to the other side of the chain.

Contrarily, you can come across this obstacle while the razor is in the air and offscreen; this is where things get hairy. When the razor blade is offscreen, there are two things that could be happening. The razor blade could be still traveling up, in which case you might have caught a glimpse of it right before it left the screen; or it is on its way back down. In the first of the two situations, you are safe to roll forward a few times and attempt to squeeze underneath the razor blade before it hits you. This might be the best course of action because rolling backward to create time for the blade to travel back down and up again could take too long, allowing the darkness to catch up with you. In the second situation, where the razor blade is likely on its way back down, you will have enough time to roll backward once, maybe twice, to give it some time to leave again. On the rare occasion that you are on an elevated surface and the razor blade is in the lowest position you can jump over the blade, however this is incredibly risky and rolling underneath the razor blade yields a much higher chance of surviving.

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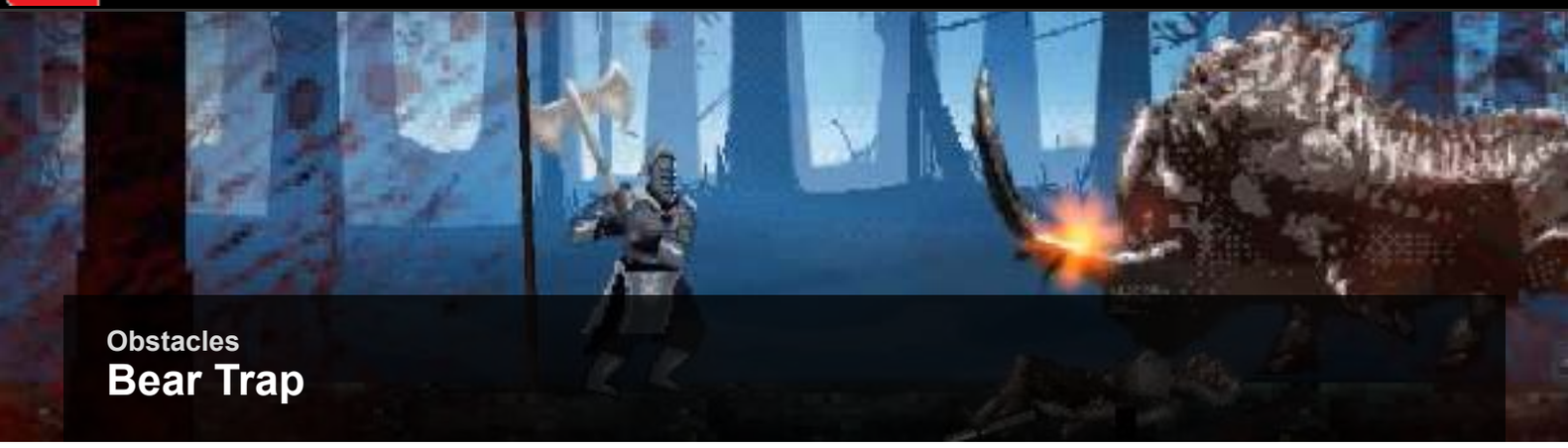

Obstacles

Bear Trap

The bear trap can mess up your run in a few different ways when attempting to progress past your highest score. At full health, the bear trap will not kill you but it will physically stop you in your tracks and damage you at the same time. Being stopped by the trap can do more than just kill you if your health is low; it can also mess with your timing if you were planning on doing a roll or a jump to avoid the next obstacle or enemy. There are a couple different ways to avoid this obstacle, but it is important to always look ahead when faced with this one in particular. The bear trap is more often than not accompanied by the spinning dual mace obstacle and then another bear trap immediately afterwards.

The first method of avoiding the bear trap is to simply roll through it. Rolling through the trap will trigger the trap, which will snap shut, but the roll will put you directly on the other side of the trap unharmed. The second method is a little more dangerous, but it is the only way to collect the items or souls that are sometimes placed as bait in the middle of the trap. In order to collect the bait, you must use a very carefully timed double-jump. Start the jump right before the trap, then jump up and forward again once you have collected the item; this will get you around the obstacle safely and snag the reward. Using the second method is considered a bit greedy; not timing your jumps perfectly will get you caught in the trap anyway, so be careful and gauge how much health you have before attempting such maneuvers.

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